

TABLE I

	Example function to perform	Command to Send to Satellite or Mission Control	Parameters to send to Satellite or Mission Control
5	Atlantis OS Mission Control tells the Atlantis OS Satellite to start Unreal Tournament	LOAD_GAME	None
10	The Atlantis OS Satellite determines if Unreal Tournament is currently running or if another program is running. If another program is running it will shut that down based on its knowledge of that system and then start Unreal Tournament.	QUIT_GAME ¹	None
15	The Atlantis OS Satellite notifies Atlantis OS Mission Control that is starting Unreal Tournament When Unreal Tournament starts the Atlantis OS Satellite then notifies Atlantis OS Mission Control that Unreal Tournament is up and running.	GAME_STARTED	None
20	Atlantis OS Mission Control now tells the Atlantis OS Satellite to join a network game that has been created on another system on another Atlantis OS Satellite .	NETWORK_GAME	Game #, World, Mode, Map, Host Name, Host IP, Player Handle, Skill, Blue Red & Bots
25	With the system has joined the game the Atlantis OS Satellite sends the message to Atlantis OS Mission Control informing it that it has joined the game.	PLAYER_CONNECTED	
30	During the game as a player completes an objective, kills someone, or gets killed themselves the Atlantis OS Satellite records the information and displays it on the LED while providing feedback to the user by the gun or vest. When their allotted mission time ends Atlantis OS Mission Control tells the Atlantis OS Satellite to quit playing the current game.	Information is only sent to an LED if attached to the system	Text to send ie: "Player Name" is in the lead
35	The Atlantis OS Satellite notifies the player that the game is over and please remove their headset and to open the pod rails in the case of a pod based game.	PLAY_DEMO	
40	The Atlantis OS Satellite notifies Atlantis OS Mission Control that it has received the message and that the game is now over. If for some reason the game were to end prematurely it would also notified Atlantis OS Mission Control that fact. Atlantis OS Mission Control would then communicate with the debriefing station to allow it to play the game and a similar fashion as this example.	GAME_OVER	
		DEBRIEF_GAME	Game Number

TABLE II

5 *Console initialized.*
5 *Winsock TCP/IP Initialized*
5 *WIPX_Init: Unable to open control socket*
5 *Exe: 09:30:49 Mar 21 1997*
5 *16.0 megabyte heap*
5 *Sound Initialization*
10 *637k surface cache*
10 *320x240*
10 *CD Audio Initialized*
10 *joystick not found -- no valid joysticks (a5)*
10 *execing quake.rc*
10 *execing default.cfg*
15 *Unknown command "volume"*
15 *execing config.cfg*
15 *execing autoexec.cfg*
15 *8 demo(s) in loop*
15 *Playing demo from dontdel.dem.*
15 *ERROR: couldn't open.*
15 *execing server.cfg*
15 *"skill" is "1"*
15 *3 demo(s) in loop*
15 *VERSION 1.09 SERVER (21066 CRC)*

20 *Azure Agony*
20 *execing server.cfg*
20 *"skill" is "1.000000"*
20 *VERSION 1.09 SERVER (21066 CRC)*

25 *Azure Agony*
25 *Guest313 entered the game*
25 *Guest312 entered the game*
25 *Debug entered the game*
30 *Camera running*
30 *I Am Player DragonMan*
30 *Guest313 killed Guest312*
30 *Guest312 killed Guest312*
35 *NET_GetMessage: disconnected socket*
35 *VERSION 1.09 SERVER (21066 CRC)*

40 *Azure Agony*
40 *Camera running*
40 *Guest313 entered the game*
40 *Guest312 entered the game*
40 *Debug entered the game*
40 *Guest312 left the game with 0 frags*
40 *Guest313 left the game with 0 frags*
45 *Camera deactivated*
45 *Debug left the game with 0 frags*
50

execing server.cfg
 "skill" is "1.000000"
 VERSION 1.09 SERVER (21066 CRC)

 5 Azure Agony
 Guest313 entered the game
 Guest312 entered the game
 Debug entered the game
 Camera running
 10 NET_GetMessage: disconnected socket
 VERSION 1.09 SERVER (21066 CRC)

 15 Azure Agony
 Camera running
 Guest313 entered the game
 Guest312 entered the game
 Debug entered the game
 Guest313 left the game with 0 frags
 Camera deactivated
 20 Guest312 left the game with 0 frags
 Debug left the game with 0 frags

TABLE III

		What the Atlantis OS Satellite looks for	What Atlantis OS Satellite converts this to
	25	VERSION	If a player is connected then this is signaling that the game has started.
	I Am Player		Player has connected to the game
30	Playing demo		System is playing a demo and unless it is the Debriefing machine the system is Ready
	Exited the level		The player exited the current level and therefore a new level will start. The system will start the next level up with the correct time remaining.
	GameOver		The game is over

TABLE IV

Game	Command	Key to Send to Game
Unreal Tournament	Jump	<SPACE>
Unreal Tournament	Fire	<CTRL>
Quake	Jump	<ALT>
Quake 3	Change Weapons	\
All Games	Move Forward	<UP ARROW>
All Games	Move Backward	<DOWN ARROW>

1001100001100011